

Ingrid's Back!

INGRID'S BACK! CLUES. COPYRIGHT (C) 1988 LEVEL 9 COMPUTING

This clue sheet starts with alphabetical lists of things from each of the three parts of "Ingrid's Back!"

Each part has General Hints, Objects/Creatures/People, and Places. Look down the appropriate list to find what you want to know about, then turn to the entry whose number follows, in brackets.

If you want to find something, use the number after "where". For details of it, use the number after "dtl" (details).

For example, if you want to find out about the Petition in part 1, look at its entry, 91. For details, look up the number after "dtl" and turn to entry 702. This gives some information and refers you to 526 for more.

General Hints for Part 1

- 1 Beginning the game: (650).
- 2 Finding things: (529).
- 3 Finishing part 1: (600).
- 4 Going places: (550).
- 5 Orders to people: (532).
- 6 Scoring for part 1: (686).
- 7 Signatures: (526).

Objects/Creatures/People in Part 1

- 10 Arback: where (451), dtl (601).
- 11 Architect: where (648), dtl (754).
- 12 Armillaria Buddblast: where (551), dtl (642).
- 13 Aunt Halfyard: where (125), dtl (652).
- 15 Bag: where (134), dtl (528).
- 16 Bed: where (120), dtl (453).
- 17 Bellrope: where (141), dtl (602).
- 18 Boat: where (530), dtl (755).
- 19 Boney Spratt: where (460), dtl (619).
- 20 Book: where (653), dtl (552).
- 21 Bottomlows: where (130), dtl (700).
- 22 Briers: where (454), dtl (763).
- 23 Bridge: where (489), dtl (639).
- 24 Bumpy: where (154), dtl (483).
- 25 Bushes: where (141), dtl (854).
- 30 Carpet: where (685), dtl (593).
- 31 Carriage: where (153), dtl (603).
- 32 Chickens: where (141), dtl (455).
- 33 Council: where (553), dtl (757).
- 35 Dog Brasses: where (604), dtl (651).
- 36 Dimple: where (451), dtl (483).
- 37 Dogless Carriage: where (153), dtl (603).
- 38 Doors: where (640), dtl (701).
- 39 Dusty Halfyard: where (484), dtl (608).
- 45 Estate Agent: where (554), dtl (758).
- 46 Farthing Miss: where (152), dtl (456).
- 47 Flopsy: where (158), dtl (532).
- 48 Flora Butterpat: where (133), dtl (457).
- 50 Gnat Tackhammer: where (153), dtl (605).
- 51 Gneehigh: where (138), dtl (612).
- 52 Gnoah: where (451), dtl (483).
- 53 Gnoggin: where (451), dtl (483).
- 54 Gnomes: where (555), dtl (709).
- 55 Gnorah: where (451), dtl (483).
- 56 Gnorsegnomes: where (606), dtl (594).
- 57 Gnotice, Darkwood: where (454), dtl (556).
- 58 Gnotice, Mill Lane: where (140), dtl (453).
- 59 Gnotice, Ridley's End: where (142), dtl (556).
- 60 Gorilla: where (454), dtl (607).
- 61 Grandma Gnutson: where (451), dtl (483).
- 62 Great Aunt Halfyard: where (125), dtl (652).
- 63 Groceries: where (152), dtl (528).
- 65 Halfyard, Dusty: where (484), dtl (608).
- 66 Halfyard, Great Aunt: where (125), dtl (652).
- 67 Hermit: where (458), dtl (643).

- 70 Ingrid: where (158), dtl (565).
- 71 Invitation: where (70), dtl (453).
- 72 Isfrunt: where (706), dtl (760).
- 73 Jumbo Butterpat: where (133), dtl (457).
- 74 Lancelot: where (485), dtl (799).
- 75 Landing Pad: where (609), dtl (777).
- 76 Jasper Quickbuck: where (653), dtl (710).
- 80 Ladder, Long: where (646), dtl (545).
- 81 Ladder, Short: where (486), dtl (770).
- 82 Mangel-Wurzels: where (685), dtl (610).
- 83 Millie Watts: where (646), dtl (761).
- 84 Mirror: where (699), dtl (715).
- 85 Miss Farthing: where (152), dtl (456).
- 86 Mistress Spratt: where (533), dtl (613).
- 87 Mrs Tackhammer: where (120), dtl (734).
- 88 Mrs Underlay: where (551), dtl (642).
- 90 N... See Gn...
- 91 Petition: where (70), dtl (702).
- 92 Pies: where (654), dtl (790).
- 93 Pile of Sacks: where (764), dtl (780).
- 94 Planning Permission: where (716), dtl (785).
- 95 Rabbits: where (160), dtl (459).
- 96 Red Pipe: where (527), dtl (487).
- 97 Rollo Butterpat: where (60), dtl (641).
- 98 Rook: where (151), dtl (789).
- 99 Rope: where (141), dtl (602).
- 100 Sacks: where (764), dtl (780).
- 101 Sales gnome: where (133), dtl (611).
- 102 Seamus Sosmall: where (115), dtl (703).
- 103 Short Ladder: where (486), dtl (770).
- 104 Signatures: where (91), dtl (526).
- 105 Silas Crawley: where (551), dtl (642).
- 106 Spratt, Boney: where (460), dtl (619).
- 107 Spratt, Mistress: where (533), dtl (613).
- 108 Surveyor: where (551), dtl (642).
- 110 Tackhammer, Gnat: where (153), dtl (605).
- 111 Tackhammer, Mrs: where (120), dtl (734).
- 112 Tomato: where (685), dtl (769).
- 113 Underlay, Mrs: where (551), dtl (642).
- 115 Wardrobe: where (120), dtl (488).
- 116 Window: where (156), dtl (626).
- 117 Window Panes: where (788), dtl (658).

Places in Part 1

- 120 Bedroom, Tack's Farm: where (615), dtl (798).
- 121 Bridge: where (489), dtl (639).
- 122 Cawing Road: where (557), dtl (789).
- 123 Cottage, Doomladen:

- 124 Cottage, Spratts: where (125), dtl (659).
where (121), dtl (542).
- 125 Doomladen: where (655), dtl (659).
- 126 Dribble: where (537), dtl (786).
- 127 Dribblemouth Lighthouse: where (704), dtl (794).
- 128 Dunrollin: where (461), dtl (749).
- 130 Gnettlefield Farm: where (644), dtl (765).
- 131 Gnome Belt: where (558), dtl (534).
- 132 Gnomebridge Road: where (660), dtl (771).
- 133 Green Gnome Inn: where (137), dtl (784).
- 134 Grocers Shop: where (463), dtl (740).
- 135 Hall, Village: where (463), dtl (535).
- 136 Hampton Road: where (616), dtl (797).
- 137 High Street: where (559), dtl (797).
- 138 Institute: where (685), dtl (656).
- 139 Lighthouse: where (704), dtl (794).
- 140 Mill Track: where (464), dtl (671).
- 141 Mill Yard: where (645), dtl (602).
- 142 Ridley's End: where (705), dtl (556).
- 143 Molehills: where (561), dtl (719).
- 145 N... see Gn...
- 146 Parkland: where (705), dtl (530).
- 147 Ploughgnome Lane: where (796), dtl (667).
- 150 River Dribble: where (537), dtl (786).
- 151 Rookery: where (557), dtl (789).
- 152 Shop: where (463), dtl (740).
- 153 Smithy: where (463), dtl (603).
- 154 Soggybottom Field: where (496), dtl (556).
- 155 Spit: where (617), dtl (704).
- 156 Tack's Farm: where (766), dtl (770).
- 157 Three Mole Hill: where (561), dtl (719).
- 158 Village Hall: where (463), dtl (535).
- 160 Warren: where (154), dtl (556).
- 161 Windmill Track: where (464), dtl (671).
- 162 Windmill Yard: where (645), dtl (602).

General Hints for Part 2

- 170 Beginning part 2: (562).
- 171 Defeating Trolls: (767).
- 172 Finding things: (529).
- 173 Finishing part 2: (661).
- 174 Going places: (550).
- 175 Orders to people: (687).
- 176 Scoring for part 2: (707).

Objects/Creatures/People in Part 2

- 180 Ambul: where (768), dtl (787).
- 181 Arback: where (620), dtl (618).
- 182 Bane: where (772), dtl (782).
- 183 Blue Telelily: where (490), dtl (736).
- 184 Bottle: where (192), dtl (453).

185 Brake: where (267), dtl (629).
186 Brick: where (250), dtl (662).
187 Bumpy: where (282), dtl (618).
188 Bushes: where (268), dtl (453).

190 Cask: where (267), dtl (712).
191 Chair: where (563), dtl (572).
192 Chugg: where (793), dtl (776).
193 Collar: where (808), dtl (691).

194 Dam: where (273), dtl (821).
195 Deeds: where (791), dtl (843).
196 Dimple: where (620), dtl (663).
197 Doldrum: where (801), dtl (829).

200 Electricity: where (693), dtl (564).
201 Ergot: where (774), dtl (824).

202 Flopsy: where (257), dtl (708).
203 Fork: where (685), dtl (802).
204 Fuddle: where (801), dtl (829).

205 Gap under Door:
where (277), dtl (800).
206 Gates: where (261), dtl (810).
207 Gnoah: where (265), dtl (721).
208 Gnoggins: where (620), dtl (663).
209 Gnoah: where (265), dtl (663).
210 Gnotice: where (464), dtl (453).
211 Gormley: where (801), dtl (829).
212 Grandma Gnutson:
where (620), dtl (663).

213 Green Telelily:
where (490), dtl (736).
214 Guinea Pigs: where (261), dtl (803).

215 Handbag: where (283), dtl (452).
216 Hook: where (804), dtl (848).
217 Hurdles: where (261), dtl (839).

220 Ingrid: where (277), dtl (565).

221 Lever: where (267), dtl (848).
222 Lipstick: where (215), dtl (713).
223 Loaf: where (242), dtl (809).

224 Millstone: where (274), dtl (491).

225 N... see Gn...

226 Perfume: where (215), dtl (713).
227 Pile of Turnips:
where (664), dtl (820).
228 Plans: where (235), dtl (468).
229 Postcard: where (685), dtl (722).

230 Root: where (282), dtl (720).
231 Rope: where (804), dtl (848).

232 Sack: where (267), dtl (491).
233 Seamus Sosmall:
where (469), dtl (723).
235 Silas Crawley: where (236), dtl (805).
236 Steamroller: where (280), dtl (781).
237 Stone: where (274), dtl (491).

240 Telelily, Blue:
where (490), dtl (736).
241 Telelily, Green:
where (490), dtl (736).
242 Table: where (265), dtl (452).
243 Trapdoor: where (465), dtl (818).
244 Trolls: where (236), dtl (767).
245 Turnips: where (664), dtl (820).

246 Well: where (492), dtl (507).

Places in Part 2

250 Barn, Behind: where (512), dtl (662).
251 Barn, Inside: where (622), dtl (566).
252 Bedroom, Grandma's:
where (257), dtl (556).
253 Bedroom, Ingrid's:
where (257), dtl (807).
254 Burrow: where (282), dtl (724).
255 Cellar: where (515), dtl (811).

257 Farmhouse: where (623), dtl (765).
258 Farmyard: where (466), dtl (727).

260 Grandma's Bedroom:
where (257), dtl (556).
261 Guinea Pig Sty:
where (493), dtl (803).
263 Home: where (257), dtl (257).

264 Ingrid's Bedroom:
where (257), dtl (807).

265 Kitchen: where (257), dtl (666).

267 Mill Room: where (513), dtl (836).
268 Mill Yard: where (624), dtl (836).

270 Pen: where (278), dtl (839).
271 Ploughgnome Lane:
where (568), dtl (667).

272 Quarter Acre Field:
where (567), dtl (453).

273 River Dribble: where (471), dtl (694).
274 Ruins of Mill: where (258), dtl (453).

275 Sandybottom Field:
where (672), dtl (725).

276 Soggybottom Field:
where (496), dtl (840).

277 Stairs: where (257), dtl (562).
278 Sty: where (493), dtl (803).

280 Track: where (472), dtl (671).
281 Trapdoor: where (465), dtl (818).

282 Warren: where (680), dtl (724).
283 Well: where (492), dtl (507).

284 Windmill Room: where (513), dtl (836).
285 Windmill Yard: where (624), dtl (836).

General Hints for Part 3

290 Beginning the game: (569).
291 Evidence: (511).
292 Finding things: (529).
293 Finishing the game: (830).
294 Going places: (550).
295 Orders to people: (695).
296 Scoring for part 3: (812).

Objects/Creatures/People in Part 3

300 Accounts: where (370), dtl (501).
301 Answering Machine:
where (421), dtl (625).
302 Antiques: where (442), dtl (673).
303 Armillaria Budblast:
where (681), dtl (514).
304 Artist: where (417), dtl (696).
305 Blotting Paper:
where (321), dtl (501).
306 Books: where (426), dtl (539).
307 Butler: where (404), dtl (570).
308 Button, Playback:
where (301), dtl (571).
309 Button, Record:
where (301), dtl (816).
310 Cake: where (685), dtl (831).
311 Cassette: where (301), dtl (684).
312 Chandelier: where (404), dtl (688).
313 Chimneys: where (441), dtl (581).
314 Cheque Stubs: where (573), dtl (501).
315 Cook: where (423), dtl (473).
316 Curtain: where (410), dtl (728).

320 Daisy: where (423), dtl (748).
321 Desk: where (422), dtl (582).
322 Diamond: where (302), dtl (501).
323 Drawer: where (321), dtl (817).
324 Dustbins: where (443), dtl (574).

325 Evidence: (511).

326 Faxofile: where (341), dtl (501).
327 Fireplace, Bedroom:
where (421), dtl (730).
328 Fireplace, Kitchen:
where (423), dtl (631).
329 Fireplace, Reading Room:
where (440), dtl (730).
330 Flag: where (685), dtl (849).

331 Gardener: where (681), dtl (514).
332 Ghost: where (832), dtl (849).
333 Gnoah: where (474), dtl (833).
334 Gong: where (685), dtl (580).
335 Greenhouse Effect:
where (685), dtl (506).
336 Hole: where (428), dtl (518).
337 Housekeeper: where (500), dtl (520).
338 Ingrid: where (418), dtl (565).

340 Jacket: where (392), dtl (452).
341 Jasper Quickbuck:
where (737), dtl (837).
342 Jewel: where (302), dtl (501).

343 Knocker: where (434), dtl (632).

344 Latch: where (475), dtl (453).
345 Letter: where (732), dtl (501).

350 Machine, Answering:
where (421), dtl (625).
351 Manual: where (392), dtl (674).
352 Masterpiece: where (417), dtl (501).
353 Meacher: where (497), dtl (676).

355 N... see Gn...

356 Paintings: where (675), dtl (689).
357 Paper, Blotting:
where (321), dtl (501).

358 Photograph: where (391), dtl (501).
359 Pitcher: where (685), dtl (739).

360 Playback Button:
where (301), dtl (571).
361 Pocket: where (340), dtl (452).
362 Police: where (682), dtl (682).
363 Portrait: where (410), dtl (835).
364 Pot: where (423), dtl (453).
365 Potion: where (745), dtl (838).

366 Record Button: where (301), dtl (816).
367 Rubbish: where (324), dtl (574).
368 Rulf: where (417), dtl (696).

370 Safe: where (498), dtl (841).
371 Seamus Sosmall:
where (474), dtl (833).

372 Secret Door: where (442), dtl (633).
373 Shadow: where (384), dtl (503).

374 Slipper: where (685), dtl (697).
375 Stubs of Cheques:
where (573), dtl (501).

376 Sun Lounger: where (519), dtl (850).

380 Tape: where (301), dtl (684).
381 Telephone, Bedroom:
where (421), dtl (634).

382 Telephone, Office:
where (422), dtl (634).

383 Telephone, Portable:
where (341), dtl (576).

384 Tree: where (445), dtl (503).
385 Turnips: where (653), dtl (746).

390 Underlay: where (500), dtl (520).

391 Wallet: where (361), dtl (452).
392 Wardrobe: where (421), dtl (488).
393 Window: where (447), dtl (508).

Places in Part 3

400 Attic: where (521), dtl (580).

401 Balcony: where (543), dtl (750).
402 Ballroom: where (505), dtl (586).
403 Bedroom, Jasper's:
where (756), dtl (842).

404 Central Gallery:
where (541), dtl (677).

405 Changing Room: where (504), dtl (747).
406 Chimneys: where (441), dtl (581).

407 Drive: where (499), dtl (509).

410 East End of Gallery:
where (479), dtl (846).

411 Entrance Hall: where (679), dtl (851).

412 Fireplaces: where (502), dtl (751).

413 Gables: where (441), dtl (698).

414 Gallery, Central:
where (541), dtl (677).

415 Gallery, East End:
where (479), dtl (846).

416 Gallery, West End:
where (525), dtl (852).

417 Garret: where (678), dtl (752).

418 Gate: where (623), dtl (775).

419 Gnew Corridor: where (547), dtl (756).

421 Jasper's Bedroom:
where (756), dtl (842).

422 Jasper's Office:
where (584), dtl (844).

423 Kitchen: where (635), dtl (853).

425 Ledge: where (647), dtl (759).

426 Library: where (480), dtl (539).

427 Library Court: where (636), dtl (453).

428 Loft: where (477), dtl (518).

430 Main Gallery: where (541), dtl (677).

431 Ridley's End: where (649), dtl (859).

432 N... see Gn...

433 Office: where (584), dtl (844).

434 Porch: where (523), dtl (632).

435 Pool: where (546), dtl (753).

436 Pump Room: where (637), dtl (648).

440 Reading Room: where (779), dtl (845).

441 Roof: where (856), dtl (847).

442 Secret Room: where (588), dtl (673).

443 Servants' Yard:
where (544), dtl (592).

444 Swimming Pool: where (638), dtl (753).

445 Tree Court: where (482), dtl (585).

446 Tunnel: where (685), dtl (858).

447 West End of Gallery:
where (525), dtl (852).

448 Yard: where (544), dtl (592).

Answers

450 Environment Secretary.

451 Probably gnear Gnettlefield (130).

452 Examine it and use its contents.

453 Basically just scenery.

454 West of Ploughgnome Lane, between it and Doomladen.

455 Bought by Dusty to defend his Mill from you-know-who. Chase off everything but (462).

456 Points out the Groceries; take them. Offer her the Petition.

457 Co-owner of the Green Gnome; currently busy for the first time because of all the extra guests. Offer the Petition.

458 Lives in a cave in the Molehills. To get her to sign, see (467).

459 Keeping clear of Ingrid. She gnever gets to meet them.

- 482 Gorth of the Banqueting Hall; up, out, gnorth from the Kitchen.
- 483 One of Ingrid's relatives. Offer the petition for a signature.
- 484 Inside his Windmill. See (495).
- 485 Available from Level 9.
- 486 In the barn of Tack's Farm.
- 487 Fashionable architectural style, which brightens dull brick buildings by painting gutters and metalwork in primary colours.
- 488 Open it and look inside.
- 489 East from the High Street.
- 490 Grows in Soggybottom field after it has been triggered. See (194).
- 491 Heavy object. See (243).
- 492 In the middle of the Farmyard. To find what is inside, see (507).
- 493 South of the SW Farmyard.
- 494 Feed him the Loaf.
- 495 Dusty is a bit suspicious of Ingrid, seeing as she demolished his last Mill, so see (510).
- 496 Southeast of the Farmyard.
- 497 Gnowhere any more.
- 498 Move the Portrait (363).
- 499 Gnorth from where part 3 starts.
- 500 Wanders around the Manor.
- 501 Evidence against Jasper. See (511).
- 502 Kitchen, Jasper's Bedroom, Reading Room.
- 503 Examine it to find something.
- 504 East and gnorth from the Pool.
- 505 Gnorth of the Entrance Hall.
- 506 Theory that the slight increase in carbon dioxide in the air is ruining the climate. In the old days, people knew that Atom bomb tests caused variations in the weather. See (516).
- 507 Drop anything into the well and it falls to the bottom. To go there, see (522).
- 508 Open and go out to the Ledge.
- 509 Go gnorth to the Manor.
- 510 Drop the Groceries, with the aim of luring him out, and pull the Rope. See (524).
- 511 There are nine bits of Evidence: (300), (305), (314), (322), (342), (345), (542), (358) and (380).
- 512 Gnorth of Sandybottom Field.
- 513 In and up from the Mill Yard.
- 514 In this part, simply defends her garden and cannot be passed.
- 515 Below the Trapdoor.
- 516 Some say that forests produce the world's oxygen (despite it being used up again when trees decay) and these are being cut down to make room for grass which apparently doesn't. See (531).
- 517 Close the Shutters.
- 518 Look through the Hole to see the room beyond (417).
- 519 East of the Pool.
- 520 Wanders around the house, cleaning and arguing with Daisy.
- 521 At the top of the secret stairs from the Hole in Tree Court.
- 522 Use magical transport, see (240).
- 523 Gnorth end of the Drive.
- 524 Hide in the Bushes and see (538).
- 525 West of the Central Gallery.
- 526 To get a signature, either sign the Petition or show it to someone prepared to sign. See (536).
- 527 All over the place.
- 528 Take to Dusty Halfyard (495).
- 529 Try e.g. "Find something".
- 530 On the far side of the River Dribble (126).
- 531 The resulting increase in carbon dioxide has slightly warmed the air, causing events as wide apart as extra rain in the dry parts of Africa (flooding Khartoum) and the trapping of whales in the arctic ice. See (540).
- 532 Flopsy and the Rook are the only ones who take orders in Part 1.
- 533 Inside Ferry Cottage. See (542).
- 534 Area of an outstanding lack of gnatural beauty, where building is restricted.
- 535 Official village meeting place; often deserted because it could gnot compete with the rival attractions of the Green Gnome.
- 536 Ingrid gneeded signatures from all the gnomes of Little Moaning, but gnot Jasper's employees who signed in false gnames and devalued the petitions. See (548).
- 537 Flowing below the broken Bridge.
- 538 Jump out when Dusty emerges.
- 539 Read the Books repeatedly.
- 540 Based on such pseudo-science, some pressure groups are worried about long-term effects and want you to send them your money. See (549).
- 541 Above the Entrance Hall.
- 542 Knock on the Door.
- 543 West of the Ledge.
- 544 East and Gnorth from the Drive.
- 545 Briefly let down by Millie when anyone leaves.
- 546 Due gnorth of the Tree Court.
- 547 Gnorth from the West End of the Gallery.
- 548 The twenty gnomes are... (10), (19), (24), (36), (39), (48), (50), (52), (53), (55), (61), (62), (67), (70), (72), (73), (83), (85), (86) and (102).
- 549 But, to be serious, the only certain result of more carbon dioxide in the air is to make plants grow better. And the only certain result of sending money to pressure groups is more publicity - and more trees chopped down for the paper.
- 550 Enter compass directions (which can be abbreviated to n, ne, e, se, s, sw, w, nw) or try Go Somewhere, Follow Someone or Find Something.
- 551 Wandering around Little Moaning, complaining about things.
- 552 The Little Moaning gnomes had gno use for such things.
- 553 In far-off Gnomebridge.
- 554 Gnot in this game, though it can't be long before every other shop is an Estate Agent's.
- 555 All over the place. For a list of local gnomes, who Ingrid gneeded for her Petition, see (526).
- 556 Just scenery, but may give a hint for later.
- 557 Gnorth from Ploughgnome Lane.
- 558 Area around Gnomebridge and Little Moaning.
- 559 Running east-west through Little Moaning, gnorth of the Hall.
- 560 Wear the Rubber Ring and swim.
- 561 Gnorth of the Parkland.
- 562 Opening the Door may seem a bad idea at the time, but remember what happens. Then see (575).
- 563 There were gnone in Gnettlefield.
- 564 I wonder if Ingrid will get this installed during "Gnome Free"?
- 565 Our heroine.
- 566 Where the Bottomlows are trapped, later in this part of the story.
- 567 West of Soggybottom Field, east of the Windmill and south of Sandybottom Field.
- 568 West of the Track and also west of the Windmill Yard.
- 569 Go to the Porch and knock on the door. Then go and find Daisy, who will help. See (579).
- 570 Guards Jasper's office. To lure him away, see (577).
- 571 Push, when the Tape is in the Machine, to hear its contents.
- 572 Alas, such luxuries did gnot last long with Gnoah around.
- 573 Hidden in the Desk. See (582).
- 574 Examine the Rubbish. See (578).
- 575 When Ingrid can, go down into the Kitchen and take what is there, e.g. the (223). Then go outside and see (583).
- 576 Carried by Jasper so that he can run his businesses. Gno use to Ingrid in this game.
- 577 The Butler answers the door when anyone knocks. So see (587).
- 578 But Ingrid would gnever do this herself. See (589).
- 579 Gnext, collect Evidence (511) that Jasper is a crook, so that he can gnot carry out his plans.
- 580 Rumoured to be haunted. See (590).
- 581 Go down to reach flues and ducts.
- 582 Remove the Drawer.
- 583 Go to the Steamroller (236) and block its progress. See (591).
- 584 South of the Central Gallery, past the Butler (570).
- 585 Something is hidden. See (384).
- 586 Where Jasper flees in the endgame. See (596).
- 587 Tell Daisy to go to the Porch and knock, wait (the abbreviation is z), knock, z, etc... See (597).
- 588 Beyond the West End of the Gallery. To get there, see (595).
- 589 So tell Daisy to search it.
- 590 Wait for the "ghost"; see (599).
- 591 To Soggybottom field; wait for the Steamroller again and get rid of it permanently by means of the (194) and then the (223). Then, to give Ambul the slip, see (598).
- 592 Go west to the Kitchen.
- 593 For hiding holes in the floor.
- 594 Former inhabitants of the Dribble Valley, so it is said.
- 595 There's gno direct way, but look around and see (393).
- 596 If the door is locked and there is gno obvious way to get at Jasper, see (312).
- 597 When the Butler goes to answer the door, Ingrid can sneak in (433).
- 598 Go to the Warren and see (230).
- 599 Turns out to be Rulf. Follow him.
- 600 Having completed the Petition, ee Signatures (526), take it to be presented to the Council, see (62).
- 601 Worker (but it's gnot "work" as we know it) at Gnettlefield. Offer him the Petition.
- 602 Pull the Bellrope to summon Dusty Halfyard. See (484).
- 603 To drive the Carriage, get inside and move as gnormal. Read Ingrid's Gnettlefield Journal (provided with the game) for a hint about its use, or see (614).
- 604 On Mantelpieces everywhere; but gnot in this game.
- 605 Offer him the petition, Insists on sitting in the Carriage, but just ignore him.
- 606 Gno longer around.
- 607 Ingrid mistakenly believes him to be Rollo Butterpat. See (621).
- 608 Will sign the Petition, if only Ingrid can find him to give it to him. See (141).
- 609 On top of the Lighthouse. To fly there, see (98).
- 610 Revolting vegetable, fed only to cattle and kids in school.
- 611 Visitor to Little Moaning. Will gnot sign the petition sensibly.
- 612 School mistress who tried to teach Ingrid everything she knew.
- 613 Wife of Boney. Will sign Petition.
- 614 Can jump the Bridge, see (627).
- 615 Beyond the Window (626).
- 616 West of the High Street.
- 617 South of Dunrollin in the Dunes.
- 618 Exceptionally useless gnome.
- 619 Will sign the Petition, once Ingrid has returned his Boat.
- 620 Initially, wandering around the Farm. Later, trapped in the Barn.
- 621 To get past him, go to the (22) and see (628).
- 622 South of the Farmyard. Later in this part, Ergot guards the way.
- 623 Where Ingrid starts this part.
- 624 West from Soggybottom Field.
- 625 Used to record one of Jasper's calls as evidence. See (630).
- 626 High up. Ingrid can go in through it, but see (81).
- 627 In the carriage, go to the highest point of Ploughgnome Lane. Then go to the Bridge and go East.
- 628 Once he's tangled in the Briers, Ingrid can continue to Doomladen.
- 629 Pull to start the windmill.
- 630 Make sure the Tape is inside, wait until the Telephone rings and press Record.
- 631 Gnot much use, but see (329).
- 632 Knock to summon the Butler, which could be useful. See (307).
- 633 Leads to the West End of the Gallery. To get to it, see (393).
- 634 If you like, answer when it rings. To use such 'phone messages as evidence, see (301).
- 635 West of the Servants' Yard.
- 636 West of the Ball Room.
- 637 In Bath, I believe.
- 638 Gnorth of the Tree Court.
- 639 Broken, but can be crossed. The Gnettlefield Journal, supplied with the game, provides a clue. See (627).
- 640 In many places.
- 641 Ingrid thinks the Gorilla is him, dressed up in furs. See (621).
- 642 Employee of Jasper's. Don't get them to sign.
- 643 Ingrid gneeds her signature. See (467).
- 644 East of the gnorth end of Ploughgnome Lane.
- 645 East of the Mill Track, protected by the Chickens, see (455).
- 646 Inside the Lighthouse (139).
- 647 Outside the Window. (508).
- 648 Gnot in this game.
- 649 Where this part takes place.
- 650 Examine everyone. Then examine everything. Type "Exits on" if you like. Then go gnorth twice to the bar of the Green Gnome. Gnext see (657).
- 651 Harness ornaments for cart dogs.
- 652 Local councillor. Offer her the petition to sign and see (665).
- 653 Gnot in this part.
- 654 Scenery in the Green Gnome.
- 655 West of the gnorth end of Ploughgnome Lane.
- 656 Ingrid's wide store of knowledge of science and engineering was learned at the Institute of Gnome Economics. Her success can be measured from the fact that her teachers all agreed that Ingrid must graduate as soon as possible.
- 657 Assuming Jumbo is around, start by entering "offer petition to Jumbo" and continue to collect signatures by doing much the same with all the Little Moaning gnomes - but gnot outsiders. And see (668).
- 658 Unknown in Little Moaning.
- 659 Where Great Aunt Halfyard lives.
- 660 East of Ridley's End.
- 661 Having dealt with the Steamroller and all the Trolls (171), tackle Silas Crawley (669).
- 662 When Ingrid's family are trapped, pull the Brick and see (670).
- 663 One of Ingrid's useless relatives.
- 664 Fall out onto the Stairs if anyone opens Ingrid's door.
- 665 Bring it back when it's complete.
- 666 Take anything takeable.
- 667 Main Road to Little Moaning.
- 668 The gnomes don't exactly trust Ingrid, so gnot all of them are easy to reach. You gneed twenty gnames and, to make getting the last few a bit easier, examining the petition changes to tell you the missing signatures once it's almost complete.
- 669 Wait until he leads Ingrid to the Stairs and then act. See (683).
- 670 Repeat until the Barn collapses and traps Ergot.
- 671 Leads east-west to the windmill.
- 672 Gnorth of Quarter Acre Field.
- 673 The Antiques were reported as

- stolen, but in fact hidden are here. Examine them to find some portable evidence.
- 674 Like many manuals, says only what you already know.
- 675 All over the place.
- 676 Well-known accountant, who is so keen on the freedom of the media that he keeps suing them.
- 677 Outside Jasper's Office; to enter see (584). The Chandelier is interesting too, see (688).
- 678 West of the Attic; see details of this (580) to get there.
- 679 Inside the Front Door, but gnot easily accessible this way. From the Kitchen, go u,out,w.
- 680 Down below Sandybottom Field.
- 681 Guarding her gardens to the gnorth of the Ballroom and Conservatory. Cannot be bypassed.
- 682 Already summoned by Jasper and on their way. See (690).
- 683 Remember the Turnips. See (692).
- 684 Evidence against Jasper, once recorded. See (301).
- 685 Gnot in this game.
- 686 You score 12 points per Signature (526); for reaching various places (75), (125), (141), (146); and for finishing this part. Total 300. Bad signatures earn penalties.
- 687 In this part, Flopsy and Gnoah will follow orders and are gneeded to finish.
- 688 Untie the Chandelier to swing down into the Ballroom.
- 689 Examine them. The interesting ones are in the Garret (352) and the Portrait at the East End of the Gallery (410).
- 690 Ingrid's maid disguise didn't fool anyone, and Jasper employed her because he gneeded a scapegoat to blame for the "robbery".
- 691 Flopsy's collar and evidence of her sad fate.
- 692 Put the Deeds in the Gap under the Door. Silas opens the door to get them back and.
- 693 Gnot installed in Little Moaning.
- 694 Look at the Dam (194).
- 695 Daisy will help in this part.
- 696 Follow him; take his Masterpiece as evidence.
- 697 Will it fit Ingrid's dainty foot?
- 698 Go down the Chimneys.
- 699 Strangely, there are gno mirrors surviving in Gnettlefield farm.
- 700 Gnomes of Gnettlefield Farm. See (24), (36), (52), (53), (55) and (70).
- 701 Some gnomes are less than willing to meet Ingrid. For example, they are lurking behind locked doors gnear (124), (128), (156) and (162).
- 702 Show it to people for them to sign. See (526) for signatures.
- 703 Door-to-door Leprechaun. Offer him the petition to sign.
- 704 The Lighthouse is on the Spit. The way in is from above, via the (75).
- 705 On the east bank of the Dribble.
- 706 Lives in Dunrollin. See (714).
- 707 You score 10 points for reaching each of: Behind the Barn, Down the Well, Mill Room and River Dribble. And see (717).
- 708 Ingrid's Dog, who can be given orders. She is especially useful in solving the puzzles involving (228), (230) and (284).
- 709 Lots of Gnomes live in and about the Dribble Valley. Ingrid gneeds signatures from (526).
- 710 Gnognome has seen him yet, but he seems to have arranged to flatten Little Moaning for building land.
- 711 Feed it to the trolls. The weight will slow them down.
- 712 Contains Green Gnome scrumpy. Do gnot drink; but offer it to (192).
- 713 Ingrid can wear the Lipstick and Perfume to be even more stunning. Then see (182).
- 714 If Ingrid knocks on the front door, he runs away, out of the back door. See (726).
- 715 For some reason, these don't last for very long with Ingrid around.
- 716 Jasper Quickbuck seems to have it.
- 717 Plus 20 points for each of the puzzles associated with (228), (207), (194), (223). And see (729).
- 718 They can even be used to transport people. Have a play, but the main use is to solve the puzzles connected with (246).
- 719 Where the Hermit lives. See (458).
- 720 Bite, or hit/attack, this and it breaks; See (731).
- 721 Ingrid's big daddy. Surprisingly, he turns of to be useful (733).
- 722 Read it to learn Jasper's plans.
- 723 Heed his words of wisdom.
- 724 Someone could get trapped down here. See (230).
- 725 Visit the Warren.
- 726 First, tell Flopsy to go to the back door and wait.
- 727 See the individual locations and objects for details.
- 728 Big enough to hide behind. See (735).
- 729 Plus 20 points for dealing with each Troll, later in this part, see (171). And 40 points for defeating Silas at the end; a total of 300.
- 730 Go up.
- 731 Once this is done, anyone in the tunnel below is trapped. See (738).
- 732 With the other Rubbish. See (574).
- 733 Passive resistance can work better when the resistor is too heavy to move. See (741).
- 734 Ingrid had gno idea what was going on, but offered her the Petition to sign anyway.
- 735 Wait and watch Jasper with the Safe. See (742).
- 736 Descended from the Telelilies in "Gnome Ranger" and work in much the same way. See (744).
- 737 Wanders around the manor, as if he owned the place.
- 738 Flopsy helps trap Ambul. See (743).
- 739 Paints a thousand words.
- 740 Take the Groceries to Uncle Dusty in his Windmill. See (484).
- 741 Tell him to lie on the ground in front of the Steamroller.
- 742 If Jasper finds evidence lying about, he brings it here for safe keeping.
- 743 Tell Flopsy to wait, wait and attack the Root. Then go down, up.
- 744 Put something in (or on etc) one of the lilies and it appears from the other. Or you can put the lily on/over something. See (718).
- 745 Given to Ingrid by Seamus.
- 746 Ingrid almost looked forward to the end of the week, when she would be paid her wages.
- 747 Jasper leaves his Faxofile here while swimming.
- 748 Helps Ingrid, especially with the puzzles connected with (307), (367).
- 749 Isfrunt Garden's home. See (714).
- 750 Go inside.
- 751 See (327-329).
- 752 Traditional haunt of artists. ake the Masterpiece.
- 753 Look at Jasper while he's swimming. What do you gnotice? See (762).
- 754 In the case of Little Moaning, any carbuncular buildings that he designed could only improve it.
- 755 Works in much the same way as the Carriage (603). Bring it back to make Boney Spratt happy.
- 756 Jasper's Bedroom is gnorth of the Gnew Corridor, but the door is locked. Find a way in via the Roof.
- 757 Group of elected officials who run the Dribble Valley.
- 758 Fine, upstanding businessman whose job is to send people details of houses which are as different as possible from those which they actually want to buy.
- 759 Go west.
- 760 Ingrid gneeded his signature. To meet him, see (706).
- 761 Offer her the Petition.
- 762 Where has he left his Faxofile?
- 763 The thorns were covered with tufts of hair where wild creatures had snagged against them. This gave Ingrid an idea; see (60).
- 764 Left in the Mill Yard, after Ingrid meets Dusty.
- 765 Ingrid's home.
- 766 Gnorth of Hampton Road.
- 767 Stop the Steamroller (781), then deal with the individual Trolls. See (230), (284), (250), (246), (243), (261) if one of the previous Troll traps doesn't work for you, (215) and (190).
- 768 Follows Ingrid when the Steamroller is destroyed.
- 769 Beloved of amateur gardeners and of which it is said, "Never in the field was so much done by so many to grow so few".
- 770 Drop the Ladder in the farmyard of Tack's Farm and see (778).
- 771 Goes gnowhere useful.
- 772 Just outside the Farmhouse.
- 773 Used to clean turnips.
- 774 Guarding the Barn, after the Steamroller is destroyed.
- 775 Examine it.
- 776 Give him the (190).
- 777 The way into the lighthouse. To go there, see (98).
- 778 Go up through the Window.
- 779 West of the Entrance Hall.
- 780 Leave alone. Just offer the Petition to Dusty.
- 781 Stop it with Gnoah's help (741). Then go to (276) to finish it off.
- 782 Fancies Ingrid. See (795).
- 783 Pour it into the Pool.
- 784 Only get signatures from locals.
- 785 Authorisation to build houses.
- 786 To cross the River, make use of the remains of the Bridge (639).
- 787 To escape him, go to the Warren and see (724).
- 788 There are gnone in Gnettlefield.
- 789 Ingrid can get onto the Rook and tell it to fly to places. Especially to the (75) or (139).
- 790 Surprisingly good, but useless.
- 791 Found by Silas, gnear the end.
- 792 Hide here until the Trolls leave.
- 793 In the Kitchen, after the Steamroller has been destroyed.
- 794 Enter the Lighthouse (704) to get Millie's signature.
- 795 She must become even more stunning by wearing the (222) and (226).
- 796 Gnorthwest from the High Street.
- 797 Try to gnorth and south.
- 798 Ingrid had gno idea what was going on, but collected signatures from both people.
- 799 Game based on the Morte D'Arthur.
- 800 Look through it, I think, to see that Ingrid's Bedroom is full of Turnips. At the very end of this part, see (692).
- 801 Wandering about, after the Steamroller is destroyed.
- 802 What's wrong with using fingers?
- 803 The Guinea Pigs are cute little creatures and very friendly, but have a habit of trampling the people they cuddle up to. Trolls do gnot like them at all. See (813).
- 804 Once the Windmill is running, push and pull the Lever.
- 805 Steal his Plans, see (468). To escape at the end of this part, use the Deeds (195).
- 806 Use the Telelilies. See (814).
- 807 You don't want to go in here.
- 808 Suppose Flopsy climbed onto the Steamroller at the worst moment.
- 809 Look at its size. See (815).
- 810 Can be opened to release, or partly release, the Guinea Pigs. See (803).
- 811 Trap a troll here, see (243).
- 812 You score 20 points for reaching each of (434), (423), (425), (441). And the same for each piece of Evidence (511) found, plus 10 each for evidence carried. Finally, there is 10 for drinking the Potion and 40 for finishing.
- 813 When chased, into the Sty and go se,w,w. The troll will try to follow, but fail. Then see (823).
- 814 First put one of them in the Well and drop the other. See (822).
- 815 When the Steamroller is bogged down, see (826).
- 816 Push it when the Telephone rings.
- 817 Remove it.
- 818 Open it. Then, when followed by a Troll, push him. Finally, see (825).
- 819 When he escapes into the Ballroom, follow via the (312).
- 820 Anyone trapped in these could gnot escape.
- 821 Kick it to flood Soggybottom Field. Timing is critical, see (834).
- 822 Stand on the one on the ground, take the Handbag and repeat the process to escape. Gnow, to trap a Troll, see (828).
- 823 Open the Gate to release the Pigs into the outer Sty. Gnow the troll cannot leave without passing them, so leave him trapped and go ne,n.
- 824 Cannot be passed. To deal with him, go to (250).
- 825 Close the Trapdoor and put something heavy on top, eg (224).
- 826 Put the Loaf in its Chimney.
- 827 Tell Flopsy to wait for a while and pull the Lever. Then go outside and attach the Hook to a Troll.
- 828 Pick up the Lily, put it over the Troll and drop it in the Well.
- 829 When he is following Ingrid, use the puzzle associated with any of the following to trap him. See (284), (246), (243) and (261).
- 830 Find all the Evidence (511), wave to Jasper and Seamus and hunt down Silas. See (819).
- 831 Use to lure the Cook away.
- 832 Rumoured to be in the Attic.
- 833 Do as Gnoah and Seamus say.
- 834 Wait until the Steamroller is there. Afterwards, use (223).
- 835 Slide it.
- 836 Pull the Brake to start the mill, then push the Lever to lower the Hook. See (827).
- 837 See the puzzles connected with (433), (370), (326), (312).
- 838 There is gno choice but to drink.
- 839 Part of the Guinea Pig Sty, which can be used to trap a troll (803).
- 840 Can be flooded. See (194).
- 841 Contains evidence, but can only be opened with the combination. There is a Curtain opposite, see (728).
- 842 Use the Answering Machine and look in the Wardrobe.
- 843 To outwit Silas, put them in (205).
- 844 Examine the Desk carefully.
- 845 See the Fireplace (329).
- 846 The Portrait (363) hides something.
- 847 Go down chimneys.
- 848 The Rope and Hook can be moved up and down by means of the Lever in the Mill Room. See (836).
- 849 Wave the Flag and see what happens.
- 850 Ingrid can hide behind it in order to get behind Jasper to the Changing Room. See (326).
- 851 Central Room in this part. If Jasper has just escaped, see (312).
- 852 It seems there is a Secret Room to the West. Use the (393).
- 853 Don't eat anything.
- 854 Ingrid can hide here. See (17).
- 855 Give it to the Butler.
- 856 In through the Fireplace and up.
- 857 Examine the Bridge.
- 858 Leads to Jasper's secret lair.
- 859 Where this part takes place.
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